

### **Amendments to the Claims**

The following listing of claims shall supersede all previous claims listings filed in this application.

#### **Claims Listing**

1. (Currently Amended) A method ~~for~~ of controlling a game with a communication line in a system wherein a card game is played with two or more playing cards at each of a plurality of game playing terminals, and a server is connected with the plurality of game playing terminals through said communication line, the method comprising:
  - storing said card game in memory on each of said plurality of game playing terminals, dividing said game into a plurality of charged playing sections which a player can play by paying a point and setting said sections;
  - storing data in said memory of each of said plurality of game playing terminals, said data including a first portion of data representing a first portion of a complete image of a present item;
  - selecting said two or more playing cards to be used in said game from playing cards stored in said memory of said game playing terminal and setting said selected cards as a hand to be used for said game in a predetermined data area of said game playing terminal at a time when playing a predetermined game at said game playing terminals;
  - storing a second portion of data in memory means of said server, said second portion of data representing a second portion of the complete image of said present item;
  - distributing a plurality of game cards for said predetermined game, to which proper passwords are respectively assigned;
  - transmitting said proper password of said distributed game card from a game playing terminal to said a server through said communication line by inputting said password through an input portion of said game playing terminal;

setting said point which shows game playable volume corresponding to said password on an account which is set in said memory means of said server, by said server;

selecting said present item to be downloaded to said game playing terminal from a plurality of present items stored in said memory means of said server;

downloading said second portion of data corresponding to an image of a present item which is usable in said game from said server into said game playing terminal, from which said password has been transmitted, through said communication line when setting said point on said account;

reading said first portion of data from said memory means of said game playing terminal, producing said complete image of said present item from said first and second portions of data, and displaying said complete image of said present item on said display;

wherein it is impossible to produce said complete image of said present item from only said first portion of data or said second portion of data;

producing said image of said present item according to said data corresponding to said image of said present item, and displaying said image on a display in said game playing terminal into which said data have been downloaded; and

controlling said game playing terminal by said server so as to allow said player to play said charged playing section within bounds of said point which has been set on said account of said server;

wherein said steps of downloading and producing further comprise:

providing a first portion of data in said game playing terminal at a first time, said first portion of data comprising image data corresponding to said present item;

providing a second portion of data downloaded into said game playing terminal from said server at a second time different from said first time, said second portion of data comprising image data corresponding to said present item, said first portion of data being a part of said image of said present item, said second portion of data being a remaining part of said image of said present item; and

~~producing a complete image of said present item by said game playing terminal by synthesizing the first and second portions of data.~~

2. (Cancelled)

3. (Original) The method of controlling the game with the communication line according to claim 1, wherein said data corresponding to said image of said present item is to be downloaded from said server into said game playing terminal only once when setting said point in said account for said game card.

4. (Currently Amended) A method ~~for~~ of controlling a game with a communication line, ~~for storing a game program which is divided for dividing said game~~ into a plurality of charged playing sections which a player can play by paying a point ~~and setting said sections~~, and for distributing a plurality of game cards for said predetermined game, to which proper passwords are respectively assigned, and for transmitting said proper password of said distributed game card from a game playing terminal to a server through said communication line, and for setting said point, which shows game playable volume corresponding to said password, ~~in on an account in memory means of said server for each player~~ by said server, and for controlling said game playing terminal by said server ~~through said communication line~~ so as to allow said player to play said charged playing section within bounds of said point ~~which has been set on said account of said server~~, said method comprising:

controlling said game playing terminal to store predetermined items, which said player uses in said game, as control items in a control item table for display provided in said memory means of said game playing terminal;

reading said control item to be displayed out of said control item table for display and to display said read control item at said game playing terminal;

storing said control items, which each player uses in a game presently played in said game playing terminal for said player, in a master control item table which is stored in said memory means of said server by an account control portion of said server; and

~~storing predetermined items which said player uses in said game, as control items in a control item table in a memory in said server for each said player so as to prepare a master control item table;~~

~~detecting changed contents of said control item which is used in said game, if said contents of said control item is changed in a proceeding of said game with said each game playing terminal, and outputting said detected data to said server through said communication line as control item changed data;~~

~~renewing by said server said control item table for said player in said master control item table, for which said control item changed data has been outputted on the basis of said inputted control item changed data, reflecting said changed contents of said control item thereon;~~

loading, by said account control portion of said server, said contents of said master control item table of each player which is stored in said master control item table into said game playing terminal with which said player plays said game two or more times at predetermined time intervals while connecting said game playing terminal and said server with each other through said communication line so as to renew said control item table for display in said game playing terminal by said game execution control portion of said game playing terminal, reflecting a change in said master control item table due to a proceeding of said game which said player plays without generating time delay. said player which is stored in said game playing terminal two or more times at said predetermined time intervals; and

~~controlling by said each game playing terminal to display said control item on a display of said game playing terminal on the basis of said data of said control item which is stored in said control item table in said game playing terminal; and~~

~~reflecting a change of said content of said control item due to a proceeding of said game on said control item table in said game playing terminal without generating a time delay.~~

5. (Original) The method of controlling the game with the communication line according

to claim 4, wherein said each game playing terminal is controlled so as to prohibit said player from rewriting said control item table which is stored in said game playing terminal.

6. (New) The method of controlling the game with the communication line according to claim 4, further comprising:

detecting changed contents of at least one of said control items which is used in said game, if said contents of said control item is changed in a proceeding of said game with said game playing terminal, and outputting said detected data to said server through said communication line as control item changed data by a main control portion and a game execution control portion of said game playing terminal; and

renewing, by said account control portion of said server, said control item table for said player in said master control item table, for which said control item changed data has been outputted on the basis of said inputted control item changed data, and reflecting said changed contents of said control item thereon;

wherein when interrupting said game, said player need not save said control item table, and said game is restarted by loading said contents of said master control item table from said server into said game playing terminal, thus preventing said player from rewriting said control item table for display at said game playing terminal.